

# NINTENDO<sup>®</sup>

## FUN CLUB NEWS

\$2.50

Vol. 2  
7  
June/July 1988

- Tips from the pros on the hottest sports games
- Advanced techniques for Metroid masters



**SPORTS**  
**'oo wrap**  
**oo up—**



# WE'D LIKE TO SHED A LITTLE LIGHT ON OUR UPCOMING HITS.

Ultra, the hottest new game generator in town, is about to unleash 3 of the most thrilling games of all time.

Take sides with "Teenage Mutant Ninja Turtles" in a nunchuking, karate chopping sewer fight through the villain ravaged streets of New York (coming in October).

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And finally, cruise down back alleys in "Skate or Die," a knockdown-dragout, multi-event spectacular that pits you against a friend or Bionic Lester in the free-wheeling Jam & Joust (coming in October).

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# THE PREZ SEZ

## The name of the game is more tips, more tactics!



An important message from master gamesman and President of the Nintendo Fun Club — Howard Phillips

I have an exciting announcement to share with you in this issue of the *Fun Club News*. You've been asking us for a bigger magazine with more tips, tactics and inside information on every game you play on your Nintendo Entertainment System®. So we've come up with a whole new magazine called *Nintendo Power*! It has over 100 power-packed pages full of special features and the hottest strategies for all the games you play on your NES. "Pak Watch," "NES Achievers," "Video Spotlight" and lots more exciting features will help you power up for fun with your NES. With the big debut of *Nintendo Power*, we will bid a fond farewell to the *Fun Club News*. This is our last issue. Be sure to keep your back issues of the *Fun Club News* to use as reference for tips on many of your favorite video games. Get the details and find out how to subscribe to *Nintendo Power* on pages 14, 15 and 28 of this issue. Meanwhile, check out all the fun to come in the pages ahead:

- Favorite tips from the pros on Nintendo's hottest sports series video games
- Advanced tips and tactics for fighting galactic battles in Nintendo's *Metroid*™
- Meet a few of the players who responded to our call for "Power Player Profiles" in the February/March issue of *Fun Club News*

P.S. Be sure to send us tips, reviews and high scores for all your favorite games for *Nintendo Power*. And why not start your own local Fun Club to share tips and playing strategies with your friends?

Thanks!



Get tips from the top players at Nintendo on your favorite sports series games, page 16.



Master advanced moves for winning the ultimate space battle in *Metroid*, page four.

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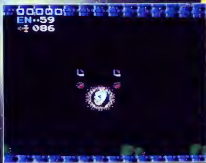
# METROID

## FOR MASTERS ONLY

As you battle your way through the vast secret passageways of the fortress planet Zebes, you'll find these advanced techniques are extremely helpful. However, these are for master players of *Metroid* only. If you are just starting to play the game, keep these on hand to try when you're ready for new challenges and advanced action!

### QUICKER KICKER

At one time, Samus was an acrobat, and that training comes through in the Screw Attack. A quick flip into the air destroys any enemy in Samus' way. But if you are an advanced player, you'll really get a kick out of this one. Use the Screw Attack to kick enemies out of the galaxy. Do a flip just as an enemy gets to you. Timing is everything! Look for the "Screw Attack" in Norfair in the area that can only be entered with bombs. You'll also need high jump boots.



### MEANER BEAMER

The Wave Beam is stronger than normal beams, giving you a wider shot. It also works like a tidal wave devastating all enemies in one great wave. Pros can make matters worse for galactic troublemakers by using the Wave Beam to shoot through walls.



## MASTER BLASTER

If you are an advanced player, you can bomb your way to new heights and over huge gaps. Roll into a ball and bomb repeatedly with just the right timing. The power of the blast sends you sky high. Keep bouncing on your bomb blasts as high or as far as you want to go. You'll find the bomb in Brinstar. Fight your way to the end of Corridor Four and go up. Look for a blue door — and then have a real blast. You'll be a master!



## MIGHTY ICY

The Ice Beam is one of Samus's coolest moves. Just aim and shoot, and you can stop your enemies cold. Once you get that down, try this. Watch for enemies attacking from above. Shoot them as they come at you. If you shoot and freeze them at different heights, you can then walk right up them just like stairs! It's a great way for pros to get where they want to go and walk all over galactic bad guys at the same time. Find the "Ice Beam" in corridor four between the second set of blue doors. Bomb through the floor and fall through the lava. At the bottom, shoot through the blue door, then blast the red door with five missiles.

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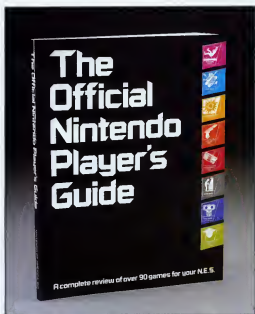


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# STUFF AND THINGS



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*Fun Club Members' Price: \$11.95*



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*Fun Club Members' Price: \$2.50 per issue*

Note: "Stuff and Things" items in December issue are no longer available.



**SUCCESS STORY.** Here's just what you need to conquer the evil and mysterious Ganon: *The Legend of Zelda Tips & Tactics*.







*Fun Club Members' Price: \$4.95 (book only)*



**WORLDLY WISE.** Here's just what you need to find your way through the exciting worlds and levels of *Super Mario Bros.*

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# WIZARDS & WARRIORS\*

Louie Reviewee, a pseudonym for a well known video expert and long-time game reviewer, has chosen *Wizards & Warriors* for this issue of the *Fun Club News*.

## A Knight's quest

*Wizards & Warriors* from Acclaim, weaves a tale of adventure, danger and fast-paced rescue set in the long ago days of noble knights, fair maidens and wily wizards.

Our hero is Kuros, the Knight Warrior of the *Books of Excalibur*.

His reputation for swordsmanship and bravery is unsurpassed by any knight warrior in the land. Only Kuros has the strength to wield the Brightsword. And only the Brightsword has the power to cut down some of the most dangerous villains of all — the legions of the Supreme Wizard, Malkil — who has kidnapped the fairest of the fair princesses.

## Journey to Ironspire

As if the challenge of defeating the Supreme Wizard isn't tough enough, you have to journey to his lair — the mysterious castle

of Ironspire. This is no easy task. The journey begins deep in the heart of the Elrond Woods where strange creatures lurk and even the wind obeys every whim of the Supreme Wizard.

However, the Woods of Elrond also hold the keys to your quest — literally. As you travel through Elrond, don't miss special opportunities. Here you can attain special powers. You can achieve the ability to levitate — fancy stuff for a knight. The "cloak of darkness" is another dandy trick that a wizard just might not expect from a knight. And if by chance a mysterious potion reveals itself, well, by all means — bottoms up.

## A cast of bad characters

With Malkil's armies of beastly creatures out to get you, you might think you are caught between a rock and a hard spot. But if you think and move fast, you might just make it to the doorstep of Ironspire, and get a chance to save the lady fair.



Keep your eye on the "Enemy's Black Magic Power" indicator on the screen. That will give you a big hint as to what you are up against. The higher the indicator, the more hits you'll need to win. You may also need to wield a more powerful weapon.

The hordes of demons, devils and dastardly rascals seems almost endless. Beware of werewolves, vampires, ghosts, hornets, bats, skeletons, spiders, snakes and goblins. There are stranger things, too, like the Rock Face and the Rock Pillar Beast. Remember what I said about a rock and a hard spot? This is it!

The Demon Skull is enough to frighten anyone out of an armored suit. And if you think that's bad, wait until the Skull Hive comes at you. The Red Devil is one of the meanest nasties. And be sure to avoid the Fire Spout or find a cool way to cope.

\* Acclaim Entertainment, Inc. © 1987 Rare, Ltd.







## A magical arsenal

Our hero, Kuros, has a talent for finding good things in the darkest places — whether he's wandering the dank catacombs of Elrond or the haunted hallways of Ironspire. And you won't believe how helpful the things he finds are to his quest!

The powers of goodness are hidden in the woods and caverns of Elrond. The castle is filled with magic chests, special potions and mysterious objects all of which can help you survive the journey.

Be sure to collect any gems, coins and other glittering goodies you spot along the way. They will come in very useful! Look behind the smallest acorn. You may find a big bonus! The bright light of a torch may conceal a special advantage. Pick it up, and see what's there.

As you travel, watch for opportunities to replenish your life force. The land is



filled with food if you know where to look and what to look for — a little bite of tenderloin for our hero?

## How to spot special items

Chests come in three different colors — red, blue and purple. They look pretty much like the classic chests of yore, and each contains mighty weapons, wealth or magical items. The trick, however, is to get inside each chest. You'll need a colorful key! Or perhaps "boots of force" for the more difficult ones that seem to be stuck shut.

Doors come in colors, too, and require matching keys. In fact, color helps you throughout your quest. The potions you will want to drink are colorful, too. And each one gives you a different type of power. Sip on something red, and you become invincible. Just let those beasties try to get you! The blue potion allows you to run up the

stone ramp in the Lava Caverns. And the purple potion gives you a jump on the action letting you hop to greater heights.

Be sure to collect gems as you go. Guards and other monsters do accept bribes! The red gems are worth the most — double the purple. Acorns and torches conceal bonus objects, so don't pass by without taking a look. Drink the potion of levitation, to increase your jumping power. There's a dagger that you'll really appreciate. Throw it and it comes right back — very loyal! You can freeze things in your path with the Wand of Wonder. And the Staff of Power spits fire! When your Brightsword just isn't enough, try the Axe of Igor — he must have been one bad dude. The Exploding Egg is one of my favorites. You can toss it and blast anything in your path.

## Can you pass the test?

If you like adventure, fast-action fun and the colorful characters and weapons of long ago days, this game is for you. The Supreme Wizard is as bad as they come, and his tricks will keep you on the jump. The plot is good with lots of twists, turns and mystery. Our hero has weapons galore with which to defeat hordes of evil characters as well as the kind of tricks that add life-saving powers in the nick of time.

Give Wizards and Warriors a try. Pop it into your Nintendo Entertainment System® and go for the "Supreme" test!

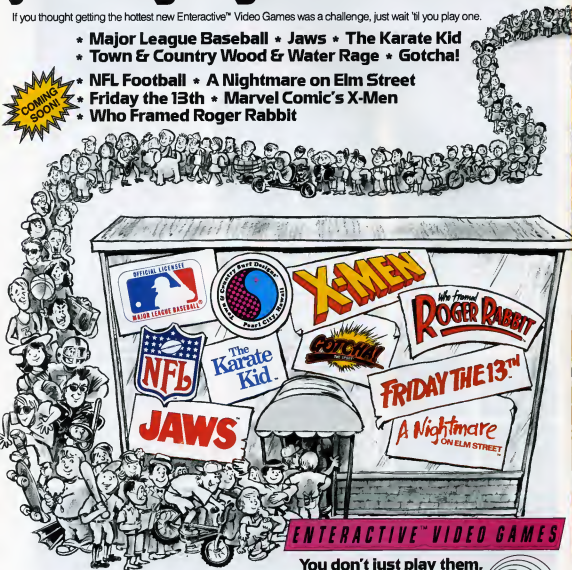


# If you hurry, you might get the last one.

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# SNEAK PEEKS

WHAT'S IN THE WORKS AT NINTENDO

Take a peek at one of the most exciting Nintendo video games on the horizon — *Super Mario 2* — as well as a look at the upcoming *Nintendo Power*™ “Pak Watch” feature!

## SUPER MARIO BROS. 2™



One of your favorite video game characters is back. Here comes Mario! You can play as Mario, Luigi, Princess Toadstool or Toad, a Mushroom Retainer. The challenge ahead is action packed. Set in Subcon, the land of dreams, the action carries you through seven chapters and many areas. Here are just a few of the bad guys you'll want to watch out for. Then watch for the 18-page review in the premier issue of *Nintendo Power*.

**Cobrat.** He's usually snoozing in the comfort of a clay jar. But the evil Wart can make him cause big trouble!



**Mouser.** Just when you are enjoying a wonderful dream, along comes this mean mouse and turns it into a nightmare.



**Clawgrip.** When this little fellow gets crabby, he gets really crabby and starts throwing rocks! So beware!

## Where's Link?



All the fun of *The Legend of Zelda*™ continues in *Zelda II — The Adventure of Link*™, right? Right! But when? As soon as we can get more computer chips! There has been a shortage. But we have used the waiting time well by making *Zelda II — The Adventure of Link* an even more exciting, more challenging game — coming this fall!

## "Pak Watch"

### NEW NINTENDO POWER FEATURE

Watch for "Pak Watch", in the sneak peeks section of *Nintendo Power* magazine. In the premier issue, Pak Watch will give you a glimpse of what's coming this summer and fall from Nintendo and makers of all the hot video games you can play on your Nintendo Entertainment System. Pak Watch even has an official "ETA" (estimated time of arrival) calendar to let you know when to look for the newest games. Watch for it!

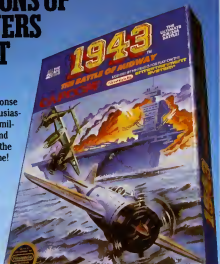
## WHICH GAME DID MILLIONS OF TOP GUNNERS PLAY LAST YEAR?

1943 has gotten quite a response in the arcades. In fact, enthusiastic game players pumped in millions of quarters last year. And now, you can experience all the arcade action of 1943 at home!

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# Tips and Tricks

Here are some special new "Tips and Tricks" on five top video hits straight from the pros at Nintendo and members, too! You read them here first!

## KID ICARUS® TRICKS

### ■ Walk through a wall.

At the beginning of stage 2-2, jump on top of the door leading to the treasure chamber. Jump to the left onto the ledge. Next, jump up and try to get your foot caught in the Statue's mouth. If you do it right, you will walk through the wall and come out on the other side of the screen across the first pit.



### ■ Defeat Hewdraw ■ (Stage 2-4 Boss)

A water barrel and several centurians will help. When you reach Hewdraw's chamber, jump to the first floating platform. You should be able to dodge most of his attacks, while going for him as he passes.



## METROID™ MOVES

### ■ Go down walldoors.

Open a blue door and stand inside it. When it closes around you, begin moving the control pad up and down rapidly. After Samus reaches the top of the screen, it should begin to scroll down. If you get stuck, try jumping once or twice, or use the quick end: Pause, Up & A on Controller 2.

### ■ Defeat Kraid.

When you reach Kraid's lair, stand on his body so your gun penetrates his body. Then fire away with missiles. If you run out of missiles, just roll into a ball and use bombs to finish him off.



## SUPER MARIO BROS.®

### ■ Swim through your enemies ■ in the Water World

Walk along the bottom until you are under a green platform. (You must be big). Squat down, and swim up at the same time, until Mario's upper body penetrates the platform above. Now you can swim through the enemies from below only, until you touch the floor or become small.



## MEMBERS' POINTERS

### ■ "ZELDA" ZINGERS

- Get rid of the hungry Goriya without losing your bait. When you run into this nasty character, give him your bait and quickly switch to the subscreen. Then press "up" and "A" on controller 2. Select continue and return to the Goriya's room. You will notice your bait is still in your inventory and your enemy, the Goriya, has vanished.

*Sohail Saeed, Wichtita, KS*



- Defeat a group of Dodongos if you only have two bombs. Stand directly in front of one of the Dodongos and set two bombs, one immediately after the other, right in front of the Dodongo. He will eat the first bomb and the second bomb will stun him. Now quickly hit him with your sword. That will polish him off, and he will leave you four bombs. Now you can get the other Dodongos.

*Chris McLeod, Torrance, CA*

### ■ RAD RACER™ \*

- Lose less time after you crash. When you crash, continually press start (pause/unpause) until your car returns to the center of the road. This will usually save a few seconds of precious time.

*Billy Yamaguchi, Campbell, CA*

\* © 1987 Square Co. Ltd.

# Hot Dates

Mark your calendars. Then keep your eyes peeled. Because 5 awesome new games from Konami are on the way.

 **KONAMI**®

COMING IN  
**July**

Soar to the galaxy's rescue in your sleek RoadBritish space destroyer and blast into the guts of Zelos, an all-engulfing, planet-eating alien who's hungering to take a bite out of you.

**LIFE FORCE**™

COMING IN  
**Aug.**

Sharpen your skates and polish your puck, then slash onto the ice for full speed, bone-jarring hockey, complete with fist fights and power plays. From the creators of Double Dribble™

**BLADES OF STEEL**™

COMING IN  
**Sept.**

Venture to the armed estate of dat Gangster King of Bourbon Street, where 3 of the most awesome video experiences explode into one mean swamp stompin' adventure—as you wrestle gators, zap mobsters, and do a lotta drivin' and shootin'.

THE ADVENTURES OF  
**BAYOU BILLY**™

Head to scenic Transylvania, with its demon plagued forests, and dagger infested graveyards and follow clues from cowardly villagers until you duel to the death with the Prince of Darkness himself.

Castlevania II

**Simon's Quest**™

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Challenge yourself in the grandest sporting spectacle since the golden age of Greece—with 15 breathtaking events, including Taekwondo, pole vaulting, and fencing.

**TRACK & FIELD II**

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# players' magazine

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**Nintendo**

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# SPORTS 'oo wrap oo up—

Here you go, sports fans! Now we've gone straight to the big league action against the toughest competition in sports. To beat the champs, take these tips from the pros on your favorite Nintendo Sports Series video games. Read 'em and win!



J.C. Appel

## Punch-Out!!®

- Tyson begins the second round with a flurry of lightning jabs. One way to stop him is to block the jabs. After you block a jab, quickly try for a body blow. Timing is everything in avoiding his ultimate blow.
- When Soda Popinski goes for an uppercut, block him fast. This will stun him for about one second. While he's stunned, throw a quick body blow which will give you a star punch. Now use your star punch to polish him off for a knock down!
- The best time to use an uppercut is after you stagger your opponent with a few punches. As he reels, go for the uppercut. You can't miss!



Tim Kiele

## Rad Racer™

- Pick the fastest car and tail it! This gives you a clear track through packs of slow movers, and helps you stay on the road in one piece.
- Here's how to corner at high speed. Cut from the outer shoulder of the track across the inner edge of the curve. Swing wide. Not only will you maintain control, but also maintain your speed. Stay on the gas as you race through a turn. By using the brake at the same time, you maintain control and speed. Don't try this in a real car!



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# Tyson TIPS

## CONTEST WINNERS

The tips are in and the names are out! Phillip Lorenze, Roseburg, OR; Keven Coffield, Tipp City, OH; Trevor Wagner, Watertown, WI; Stuart Takeham, Sacto, CA; and Jerry Sze, Hillsborough, CA win stand-up lifesize cutouts of Mike Tyson in our drawing. Thank you! We received over 800 entries, and here are a few of the outstanding tips.

- Knock the 2nd Bald Bull down with an uppercut. When he moves his gloves up and down quickly, throw a body blow for a star. Use the star for a victory. Shaun West, Citrus Heights, CA
- By using your right jab (high) and then your left, you can punch the daylight out of Don Flamenco in the Major Circuit. Brent Muhlestein, Orem, UT
- Deplete Tyson's energy by hitting him on the side from which he just threw the last punch. Mitchell Grant, Wellesley, MA
- First, knock down Don Flamenco. When he starts to get up, throw continuous body blows with your B button for all star punches until he falls. Jim Shearer, Pittsburgh, PA

## LEE TREVINO'S Fighting Golf

Fighting Golf is endorsed by Lee Trevino, winner of the '87 Skins Game, and two-time winner of the U.S. Open, British Open, and P.G.A. Championship!

"Never before in a home format have so many options been available to a player of video golf... This is by far the best video golf simulation available."

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## IRON TANK

### THE INVASION OF NORMANDY

**T**he Date: June 5, 1944. The United Forces are preparing for their final assault on the Normandy Coast. The Mission: Establish a beachhead, break through the front lines, and infiltrate and destroy enemy headquarters.

To spearhead the invasion, they have chosen Paul, from Command Unit 88 — a secret unit known as "Iron Snake." An experienced combat veteran with special forces training, Paul has been called a Man of Iron.

But to succeed in his mission, Paul will need the full firepower of the United Forces' mightiest fighting juggernaut: the Iron Tank!



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Jack McLain

## Pro Wrestling

- Defeating the Great Puma can be a picnic if you throw him from the ring and keep him outside while the 20 second clock counts down. Then, before the time is up, jump back in the ring. Still outside, the Great Puma will be disqualified.

- Which wrestler should you choose? King Slender just may be the best one because one button is all it takes to make him move like lightning.



Rick Thompson

## Ice Hockey

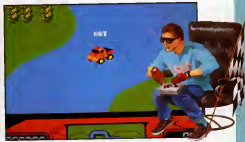
- The bigger, the better is the name of the game when you choose your team in this fast-action, hard knocks game. In fact, if you can have the big boys in your whole line-up, you'll be ahead right from the start.
- Use Fatso for a sure-fire score! Drive straight up the ice following a face-off. Then, stop just in front of the goalie. Push "Up," "Down," and "A." Do this as fast as you can, and come away with an easy goal.



Sharon Kirksey

## R.C. Pro-Am™

- Track 23 is one of the meanest competitions in the game. Once an opposing car races ahead of yours, it's gone! So, to stay in the lead, collect as many missiles or bombs as you can on the preceding tracks. Then blast your way into first, second or third place.
- The "S" curves and other tight spots can be nasty unless you have a plan to race through them. Your best bet is to hold as straight a line as possible in spite of the twists and turns of the course. You'll save time and distance.



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# TOP 5

MY FAVORITE GAMES

What game is on top? Fun Club members have sent in the names of their top five favorite video games. Here's how we rated your responses: Your first choice was given five points and so on as you see here: 1st - 5 points, 2nd - 4 points, 3rd - 3 points, 4th - 2 points, 5th - 1 point.

## MEMBER PICKS

## SERIES

## POINTS

- 1 MIKE TYSON'S PUNCH-OUT!®
- 2 THE LEGEND OF ZELDA™
- 3 SUPER MARIO BROS.®
- 4 METROID™
- 5 KID ICARUS™



359

328

283

228

192

1



## Punch-Out!!

The champ has hit the top of the charts with a game that packs more punch and competition than any other!

2



## The Legend of Zelda

Video game buffs are casting their votes for the challenge and non-stop adventure of this legendary game.

3



## Super Mario Bros.

Zany characters like Mario and Luigi as well as a multitude of colorful worlds make this an all-time favorite.

4



## Metroid

The hero of this galactic adventure has a great following in the Fun Club. Fans like the fast action, and tricky maneuvers.

5



## Kid Icarus

A faraway land, an imaginative hero and a huge cast of bad characters make this a favorite challenge with video buffs.

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Galaga

ZETA  
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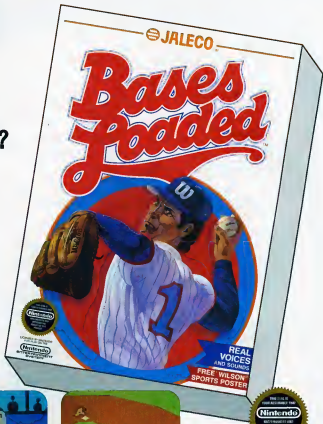
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(312) 847-7085



### COMING THIS FALL!

**ROBOTWARRIOR**  
AND  
**RACKET ATTACK**





**Dear Nintendo,**  
Steve Bell is our best player because he finishes games, like *The Legend of Zelda*, *Metroid*, *Kid Icarus* fast. His tips on *Zelda* are to collect all the hearts and weapons you can find. He says timing is everything in *Mike Tyson's Punch-Out!!* He puts six hours in every day on Nintendo and also likes basketball, football and baseball.

Kathy Freed  
Nintendo All-Stars Club  
Dunbar, PA

# Power Player

## PROFILES

The Fun Club News had over 250 responses to our call for power players. Here are just a few video hot shots. Thanks for the great letters and pictures, Fun Club!



**Dear Nintendo,**  
I beat Ganon in a week without hints! I did the same with Tyson. One tip for beating Mike is to first dodge his uppercuts then punch him. Do that for the whole first round. In the second round, block his jabs and when he gives his hook, dodge it and punch fast. Continue this for the rest of the match.

Jesse "Power  
Player" Prisco  
LaGrangeville, NY



**Dear Nintendo,**  
Here's a "power scoreboard" for power player Matthew Yurek.  
*Super Mario Bros.* — 3,987,547  
*Raid Racer* — 51,983 (track 5)  
*Metroid* — Defeated Mother Brain 16 times  
*The Legend of Zelda* — Saved *Zelda* seven times without erasing the game  
*Pro Wrestling* — Beat Puma Stinger — 653,781,800

His coolest tips: On stage 7 of *Castlevania* when the hunchbacks are about to jump, get them off the screen by walking to the right and back quickly. They will disappear! In between rounds on *Mike Tyson's Punch-Out!!* only press the select button while your opponent is talking, and press start when the opponent is done talking. You will get more energy back than usual.

NES Excitement Club Dave Borowski Dudley, MA



**Dear Nintendo,**  
This is Shaun Turner. He is definitely our power player, because on *Super Mario Bros.* he saves the Princess the fastest of our club and WITHOUT warping! I am sure he'll be interested in *Super Mario Bros. 2*.

Power Plus Fun Club  
Club Koopa Slomp  
Riverside, CA  
P.S. — Our motto: We slomp Koopas for a living!



**Dear Nintendo,**  
Howdy! I saved the Princess in *Super Mario Bros.* in one week. I beat Mr. X in three days flat. I've played through *Rygar*, *Mach Rider*, *Zelda*, *Metroid*, *Commando*, *Elevator Action*, *Stinger*, and *Mike Tyson* cringes when he sees me coming!

Joe Hardgrave, Fayetteville, AR



# SCORES OF FUN

Player	City/State	Game	Score
Dave Hoffman	Fairview Park, Ohio	ZL	Beat Ganon
Ryan Hucks	High Point, North Carolina	ZL	Beat Ganon
Kelly Whalen	Chattanooga, Tennessee	ZL	Beat Ganon
Albert Johnson	Yellville, Arkansas	ZL	Beat Ganon
Michael Starcher	Dallas, Texas	ZL	Beat Ganon
Jeff Duran	Olympia, Washington	ZL	Beat Ganon
Kwong Chang	Chandler, Arizona	PT	Beat Tyson
Jimmie Johnson	Brookline, Massachusetts	PT	Beat Tyson
Walter Fix	San Diego, California	PT	Beat Tyson
Greg Haufman	Medfield, Massachusetts	PT	Beat Tyson
Chris Davis	Foster City, California	PT	Beat Tyson
Steve Hammel	Okemos, Michigan	PT	Beat Tyson
Jeremy Klarner	Shawnee, Kansas	SMB	9,999,950
Jeff Marsden	Pekin, Illinois	SMB	9,999,950
Mark Wilkinson	Salisbury, Massachusetts	SMB	9,999,950
John Colopy	Raleigh, North Carolina	SMB	9,999,950
Dave Stayner	Niagra Falls, New York	SMB	9,999,950
Ellen Majewski	Stratford, Connecticut	SMB	9,999,950

ZL: The Legend of Zelda™  
 PT: Mike Tyson's Punch-Out!!®  
 SMB: Super Mario Bros.®

Keep sending your scores for the high score section of Nintendo Power



**Chester Field**

Rescue Princess Karen from the evil General Gemon in Chester Field.



Rescue Princess Karen from the evil General Gemon in Chester Field.

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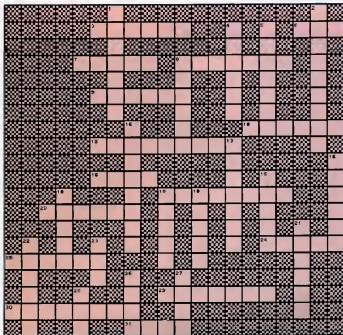
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# PUZZLER PLACE

Here's a challenging crossword from Jeffrey Snyder, Miami, FL.

## ACROSS CLUES

3. \_\_\_\_\_ Bill, chases Mario.
6. If you're not careful you'll fall into one of these!
7. The Koopa tribe is famous for their black \_\_\_\_\_.
8. Protector of the Koopa King.
9. King of the Koopa.
11. Lots of (see 16 down) are hidden in these.
12. When you are fiery Mario, you throw these at your enemies.
15. You can climb these up to the clouds or to a warp zone.
18. A \_\_\_\_\_ makes you bigger.
20. The most common animal in the game.
24. A very high \_\_\_\_\_ in this game is 9,999,950.
25. The ruler of the clouds.
29. The Koopa tribe destroyed the mushroom \_\_\_\_\_.
30. A mushroom \_\_\_\_\_ is found in each dungeon before world 8-4.
31. You go down these to get to underground pieces.

## DOWN CLUES

1. The fourth section of each world.
2. Sometimes these go off at the end of a level.
4. A creature that betrayed the mushroom kingdom.
5. A creature that lives in the water.
6. A plant that comes out of pipes.
10. The only person who can save the mushroom kingdom.
13. Makes Mario invincible.
14. The dungeon level takes place inside a \_\_\_\_\_.
16. If you get one-hundred \_\_\_\_\_ you get an extra Mario.
17. The name of player two.
18. The name of player one.
19. The creatures that Lakitu drop from the clouds.
21. When you hit a brick you get fifty \_\_\_\_\_.
22. The brother turtles throw this.
23. If you \_\_\_\_\_ test, then you won't fall into some of the holes.
26. "Welcome to \_\_\_\_\_ zone!"
27. If your \_\_\_\_\_ runs out you will die.
28. In order to \_\_\_\_\_ you must rescue the princess.

## HOW TO FLY 20,000 YEARS INTO THE FUTURE.

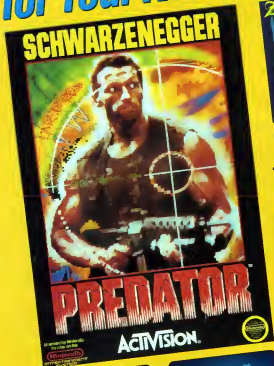
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